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Subject: My question...

Posted by [destruktv](#) on Sat, 27 Sep 2003 06:48:02 GMT

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This is what the message content was:

One thing that is of interest to me in the sence of protecting RenGuard from crack/hack attempts is how it will handle a situation where someone finds out what the messages are that a client sends to the server and blocks the client using a f/w. They then create a program based on parts of your clients algorithm that sends the cheats clear, go ahead, data while using cheats. There are a few ways to inspect/modify the packets travelling by and even the client program directly on the run or when it is not running.

I believe I can throw in a couple of ideas on these issues and would be glad to help, if needed.

Cheers,  
D.

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